

Laws of Laboratory Glassware:

- If a piece of glassware can fall it will do so.
- Glass isn't as sturdy as it looks.
- If glassware can fall in two directions, it will fall in such a way as to create the most damage.
- The above damage will also be done in such a way as to cause the most injury to your person.
- The probability of a piece of glassware breaking is directly proportional to its price, its cleanliness and its necessity for the current lab.
- The probability of a piece of glassware breaking is inversely proportional to it's quantity available for use.
- The probability of a piece of glassware falling is directly proportional to its height above the floor.
- If a piece of glass may fall it will fall just out of reach.
- If two pieces of glass may break, the most expensive one will.
- The one moment you turn away is the one moment the glassware decides to fall.
- The probability of a piece of glassware falling is inversely proportional to the amount of time until the lab is complete.
- The number of glass shards to clean up is inversely proportional to the lab time remaining.